Drawings:

FIG. 1   **REPORTER Learning Process**   1 of 12
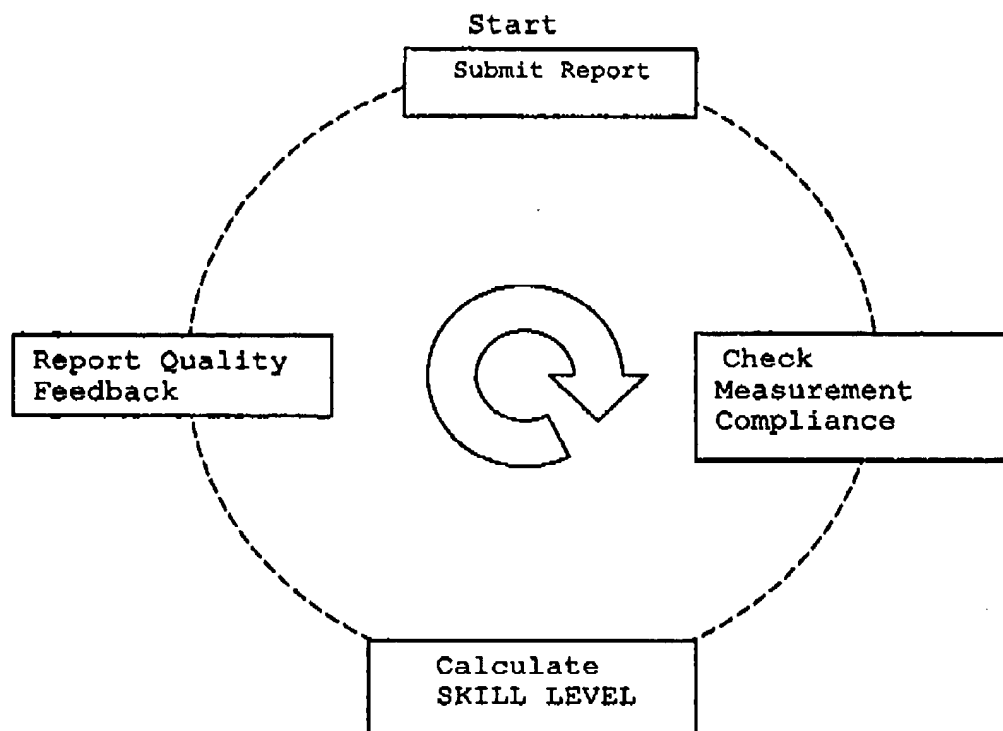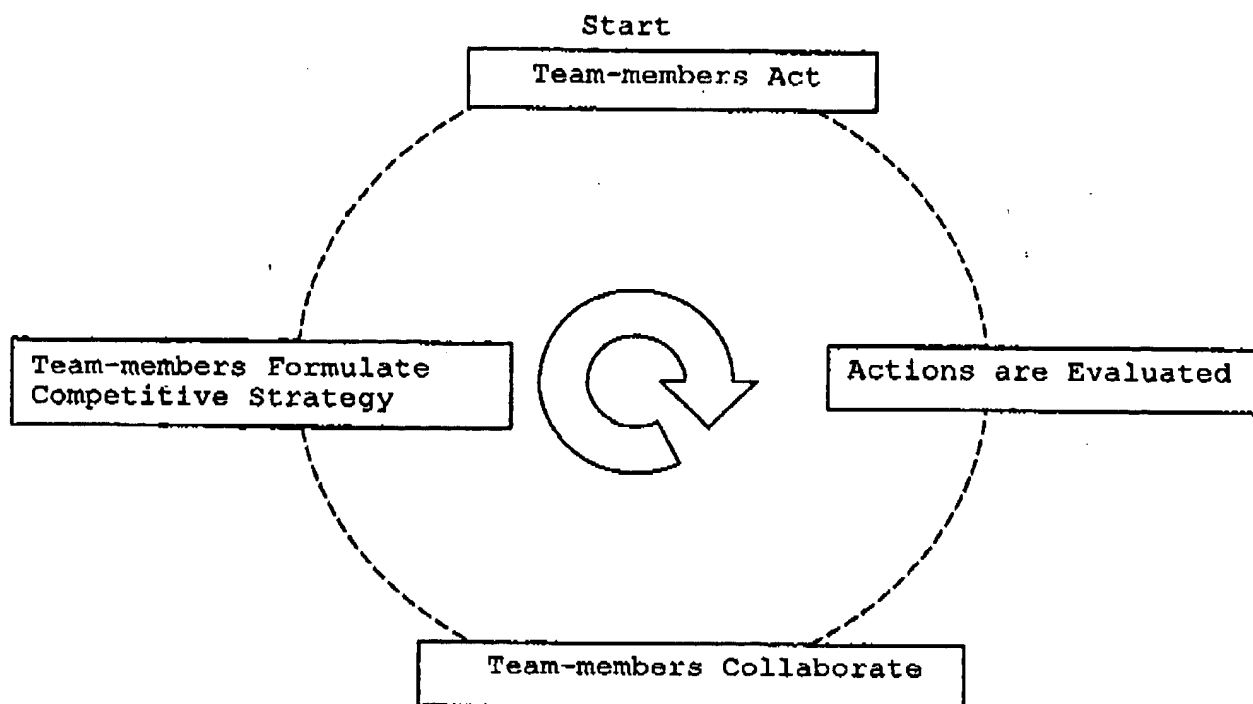

Start
Submit Report

Report Quality
Feedback

Check
Measurement
Compliance

Calculate
SKILL LEVEL

41

FIG. 2   **Team-member Learning Process**   2 of 12

Start

Team-members Act

Team-members Formulate
Competitive Strategy

Actions are Evaluated

Team-members Collaborate

42

FIG. 3

3 of 12

Containment Diagram Showing Abstract Objects

COMPETITIVE ENVIRONMENT

REPORTER

SKILL LEVEL

CONTEST

PLAYER

POSSESSION

ASPECT

ERROR CORECTION
CODE
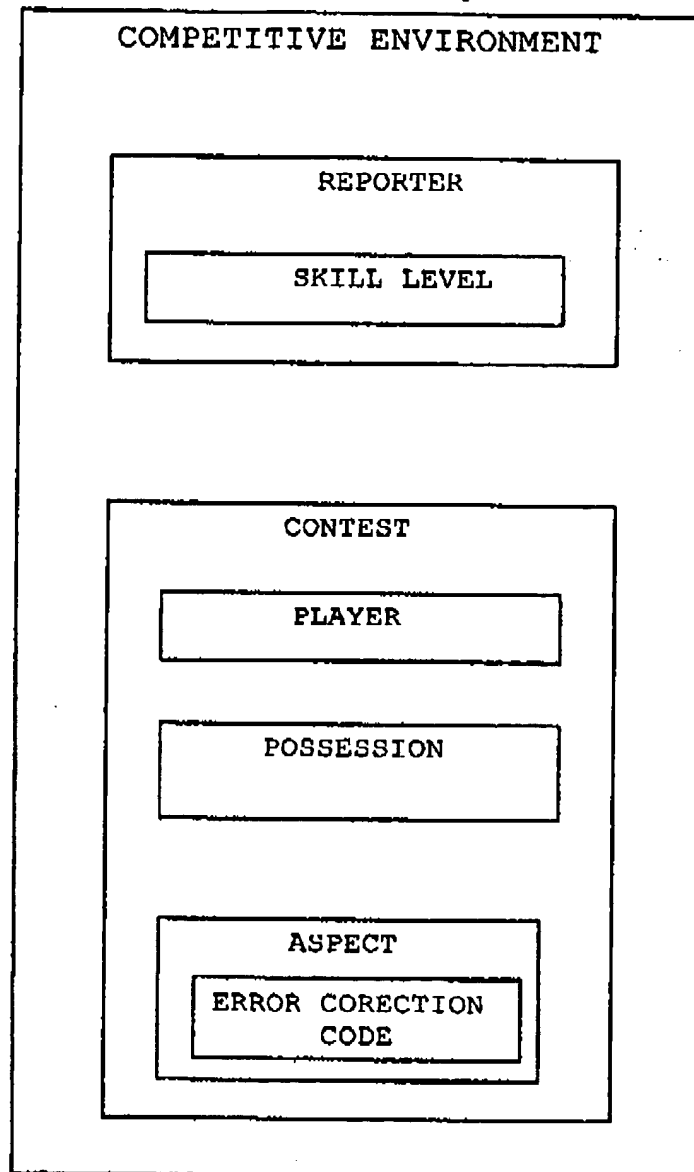
FIG. 4   **Reporting System Components** 4 of 12

Reporter Administration System

Registration Mechanism 100

Login Mechanism 200

Sign-up Mechanism 300

Report Management System

Capture Mechanism 400

Parser Mechanism 500

Filter Mechanism 600

Assembly Mechanism 700

Scoring Mechanism 800

Publishing Mechanism 900

Quality Feedback System

QC Mechanism 1000

Email Mechanism 1100

Chat Mechanism 1200
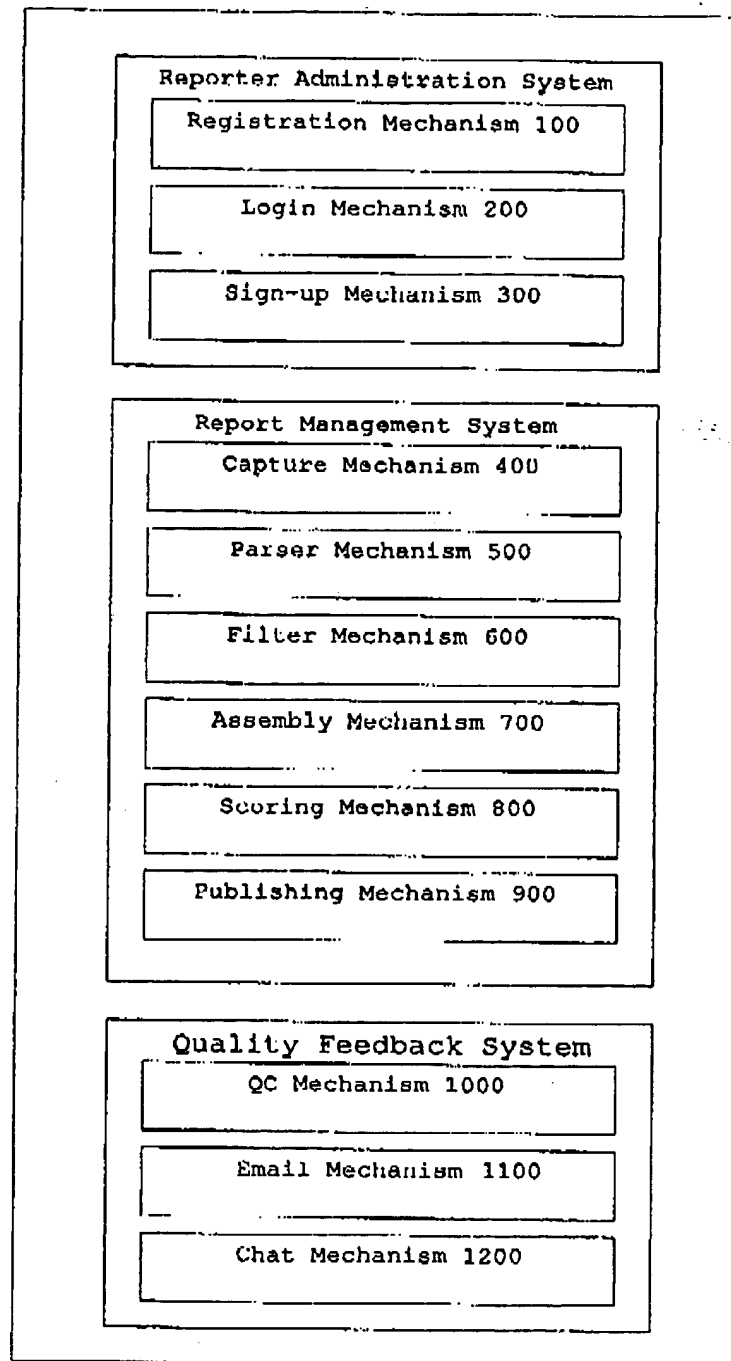
44

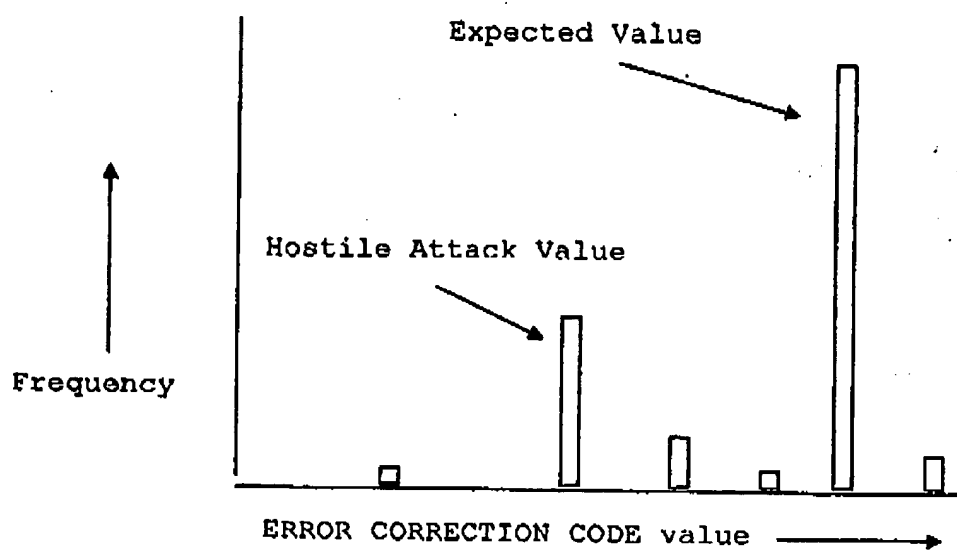FIG. 5 **Representative ASPECT Report**   5 of 12

45

FIG. 6 **Reporting System/PLAYER Interaction** 6 of 12
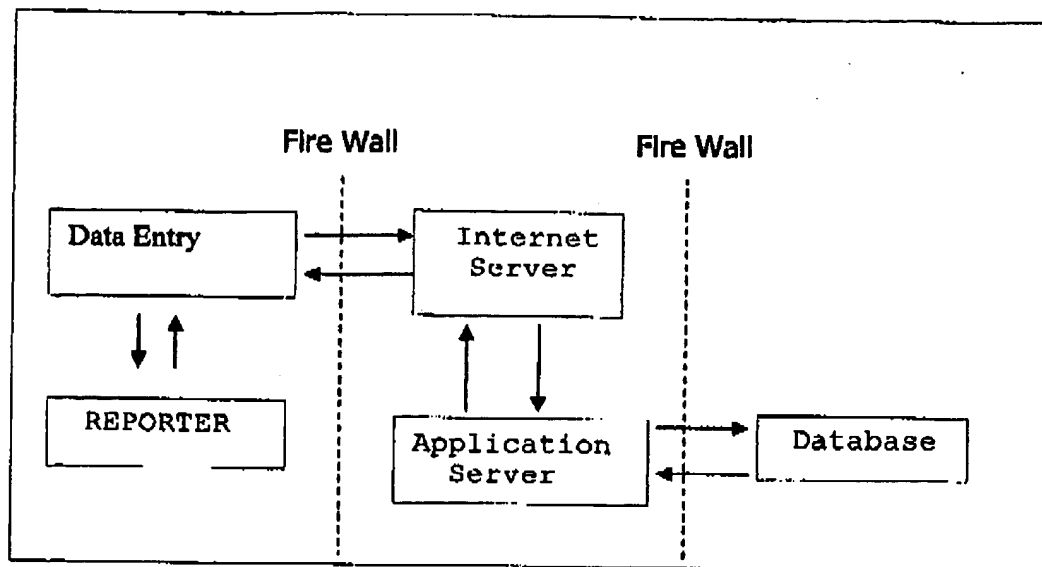

46
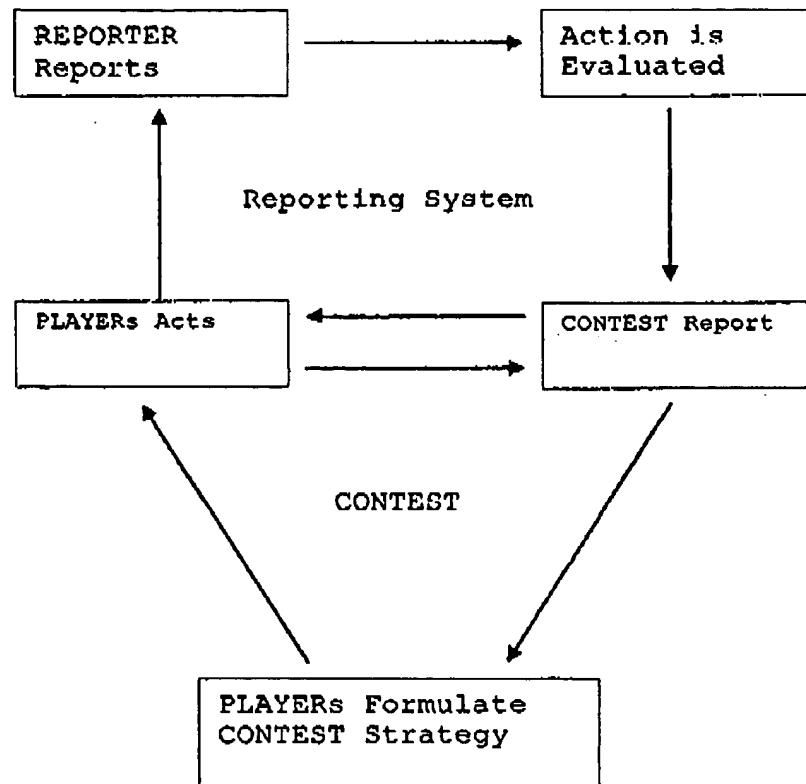
FIG. 7   **Reporting System Configuration** 7 of 12

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FIG. 8

8 of 12

Reporting System Application Server

```
┌──────────────┐        ┌─────────────────────────────────────────────┐
│              │        │              Reporting System               │
│   Internet   │        │                                             │
│   Server     │        │   ┌─────────────────────────────────────┐   │
│              │        │   │     Reporter Administration         │   │
│              │        │   └─────────────────────────────────────┘   │
│              │ ←───── │                                             │        ┌──────────┐
│              │ ─────→ │   ┌─────────────────────────────────────┐   │ ────→  │ Database │
│              │        │   │       Report Management             │   │ ←────  │          │
│              │        │   └─────────────────────────────────────┘   │        └──────────┘
│              │        │                                             │
│              │        │   ┌─────────────────────────────────────┐   │
│              │        │   │        Quality Feedback             │   │
│              │        │   └─────────────────────────────────────┘   │
└──────────────┘        └─────────────────────────────────────────────┘
```

48
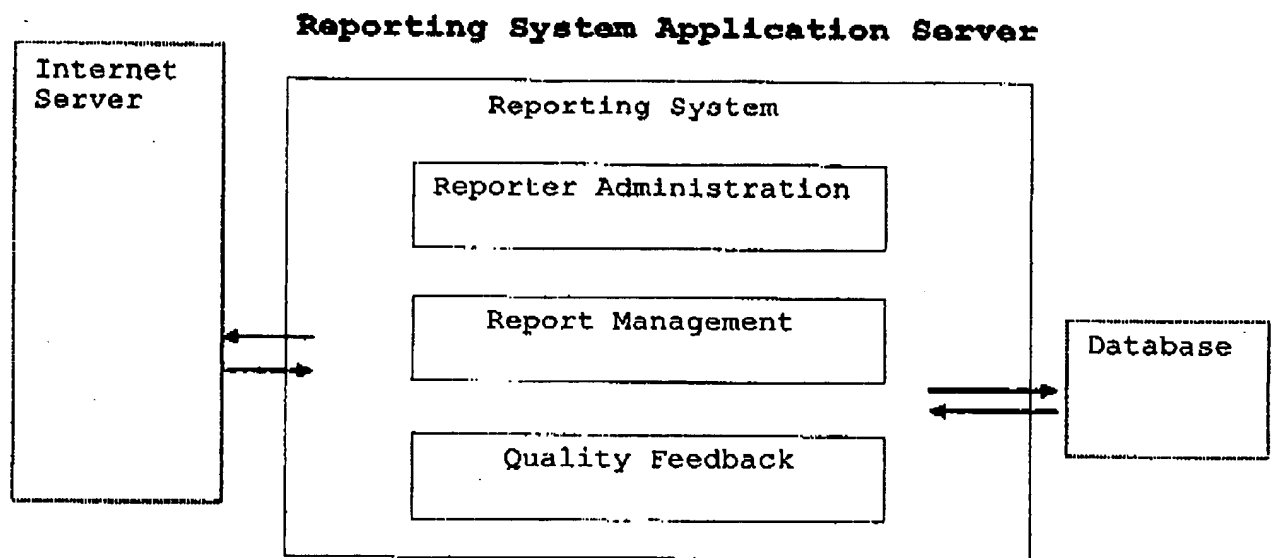
FIG. 9 **Reporter Administration Process** 9 of 12

Input: userID and password

First time REPORTER Registers
with Reporting System

REPORTER Logs into Reporting
System

REPORTER Signs up to Report one
or more ASPECTs of a CONTEST

REPORTER Submits CONTEST Report

Authorship of Report is Verified

Repeat

Output:
CONTEST report accessible by contributing REPORTERS
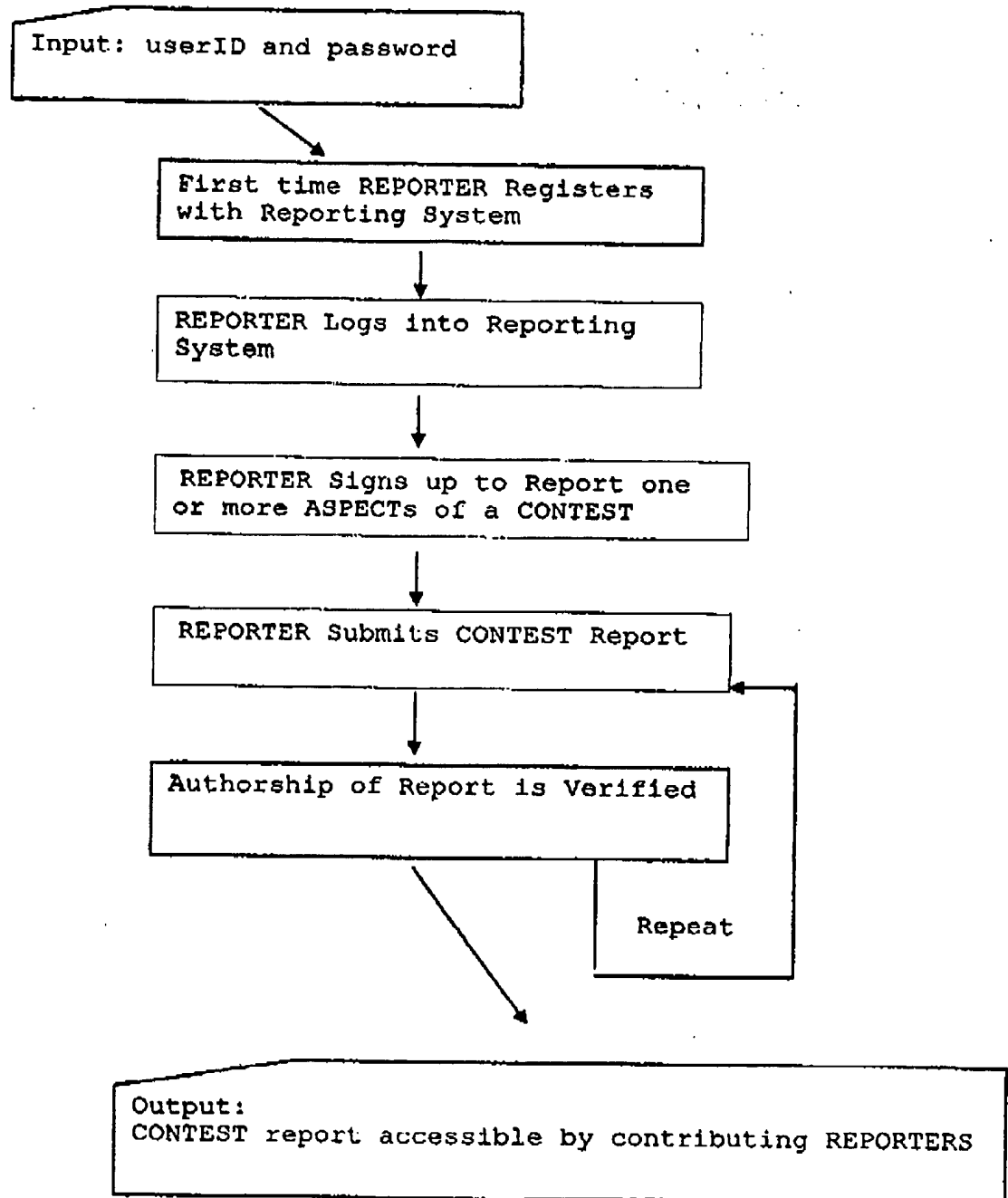
49

FIG. 10 Report Management Process Sequence 10 of 12

Input: ASPECT Data Stream

400   Capture ASPECT Data Stream in Centralized database

500   Parse ASPECT Data Stream

600   Select representative ASPECT report

700   Assemble POSSESSION report from representative ASPECT reports

800   Distribute POSSESSION achievement reward among contributing PLAYERs

900   Assemble CONTEST report and publish

Output:
Published CONTEST report

50